

Appl. No. 09/576,704

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 32, 33 and 34 are added.

1. (Previously Presented) A method for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that a stored plurality of predefined control commands derived from a script created by a human author can be transferred from the data source to the computer system via the network, the method comprising the steps of

receiving the control commands from the data source at the computer system;
rendering a character on the display in response to a first control command;
rendering an object on the display in response to a second control command;
animating the character to perform an action with the object in response to a third control command; and
changing the view of a scene being rendered in the computer system in response to a fourth control command.

2. (Original) The method of claim 1, further comprising the steps of
associating a name with an object in the scene; and
using the name to define a camera position to render the scene.

3-4. (Canceled)

5. (Previously Presented) The method of claim 1, further comprising
using a default area in a scene to determine a camera pointing direction.

6. (Original) The method of claim 5, wherein the step of using a default camera area includes a substep of
determining an action area where action in the scene is occurring;
defining the default area to include at least a portion of the action area.

7. (Original) The method of claim 6, wherein the action area includes object movement.

8. (Original) The method of claim 7, wherein the action area includes character speaking movements.

9-11. (Canceled)

12. (Previously Presented) The method of claim 1, further comprising

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setting the camera position at substantially the object's position in response to a camera position control command.

13. (Original) The method of claim 12, further comprising omitting rendering of the object.

14. (Original) The method of claim 11, further comprising setting the camera position adjacent to the object's position.

15. (Original) The method of claim 11, wherein the object position is changing, the method further comprising setting the camera position at a point that is derived from the object's changing position.

16. (Original) The method of claim 11, wherein the object includes parts having positions, the method further comprising setting the camera position relative to one or more of the part positions.

17-31. (Canceled)

32. (New) A machine-readable medium including instructions for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that a stored plurality of predefined control commands derived from a script created by a human author can be transferred from the data source to the computer system via the network, the machine-readable medium including instructions for performing the following:

- receiving the control commands from the data source at the computer system;
- rendering a character on the display in response to a first control command;
- rendering an object on the display in response to a second control command;
- animating the character to perform an action with the object in response to a third control command; and
- changing the view of a scene being rendered in the computer system in response to a fourth control command.

33. (New) An apparatus for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that a stored plurality of predefined control commands derived from a script created by a human author can be transferred from the data source to the computer system via the network, the apparatus comprising:

- a processor for executing instructions;
- a machine-readable medium including instructions for receiving the control commands from the data source at the computer system;
- rendering a character on the display in response to a first control command;

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- rendering an object on the display in response to a second control command;
- animating the character to perform an action with the object in response to a third control command; and
- changing the view of a scene being rendered in the computer system in response to a fourth control command.

34. (New) A computer data signal embodied in a carrier wave including instructions for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that a stored plurality of predefined control commands derived from a script created by a human author can be transferred from the data source to the computer system via the network, the computer data signal including instructions for performing the following:

- receiving the control commands from the data source at the computer system;
- rendering a character on the display in response to a first control command;
- rendering an object on the display in response to a second control command;
- animating the character to perform an action with the object in response to a third control command; and
- changing the view of a scene being rendered in the computer system in response to a fourth control command.